

Electric  
Dreams

UDK 605/NI1

BACK  
TO THE FUTURE

STEVEN SPIELBERG Presents

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# BACK TO THE FUTURE

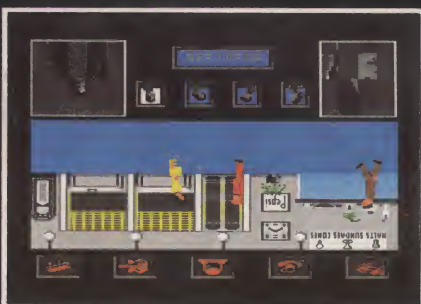
A ROBERT ZEMECKIS film

He's the only kid ever  
to get into trouble  
before he was born

COMMODORE 64

*Electric  
Dreams*

S O F T W A R E





SINGLE CASSETTE PACK

WRITTEN BY MARTIN WALKER  
DESIGNED BY MARK EYLES AND MARTIN WALKER

Manufactured in the United Kingdom  
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# BACK TO THE FUTURE

Written by Martin Walker  
Designed by Mark Eyles and Martin Walker

## INSTRUCTIONS

### Loading Instructions:

Press 'SHIFT' and 'RUN/STOP'

### Controls:

F1...Start Game.

F3...Select Level.

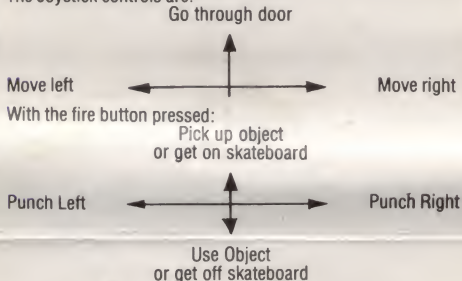
There are 5 levels to choose from. If you do not select a level the game will play on level 4. Level 1 is the easiest, as the levels get harder you will start the game with less of the photograph revealed and the characters behaviour will change to make play more difficult.

F5...Terminate the game at any time during play.

F7...Pause/Continue.

+ and - Keys...Adjust volume of music.

The Joystick controls are:



### Playing Instructions:

The object of the game is to get George and Lorraine to fall in love. To do this you must get them together; there are however other characters who make this difficult. You control Marty McFly, the hero of Back to the Future, the other characters are:

Dr. Emmett Brown or 'Doc' (dressed in white), who builds the incredible time machine which takes Marty back into the past. He sometimes can be helpful and sometimes gets in the way. Biff always walks away from him.

Biff Tannen (dressed in brown) is the school bully and will hit out at you whenever he has the opportunity, if you are moving fast on the skateboard his punch will miss you.

Lorraine Baines (dressed in yellow) is Marty's mother, however as the time is 1955 she is now a young girl and does not know that Marty will one day be her son. She is starting to fall in love with Marty and if she does not meet and marry Marty's father then the future will change and Marty and his family will cease to exist.

George McFly (dressed in blue) is Marty's father, in 1955 a teenager. He is shy and prefers to keep away from the action. Marty must get him to fall in love with Lorraine if he is to ever be born.

### Marty's Photograph:

At the bottom left of the screen is Marty's Photograph. As you play the game the picture will either build up or be erased, as more picture is erased the future is corrupted and your existence gets in jeopardy.

### The Family Photograph:

To the bottom right of the screen is the Photograph which Marty carries around with him showing him and his brother and sister. As Marty's Photograph is completely erased or revealed this photograph will have another segment removed or added. If this Photograph is completely revealed then you will have succeeded in preserving the future and the existence of yourself and your family. If, however, this photograph is completely erased then you will have failed to save yourself and family and the future will no longer contain you.

### Character Icons:

At the bottom of the screen in the center are four Character Icons which refer to Dr. Emmett Brown, George, Lorraine and Biff. These indicate when characters are affecting each others behaviour. If one character meets any other and is not already doing something then their icon will flash white.

If you wish to influence another characters behaviour with one of the objects then you must get close to the character, when you are close enough their icon will turn white, then if you use the object then their icon will turn green for as long as they are under the influence of that object. For instance, if you wish to make Lorraine stand still you might collect the Alien Suit then find Lorraine and when her icon turns white use the Alien Suit, then her icon will turn green and she will stay in the same place until the influence of the Alien Suit wears off and her Character icon returns to blue.

These icons can be useful for locating characters who are off screen if you keep a watch on who's meeting and influencing who.

They are also very useful for telling when George and Lorraine are together.

### Skateboarding:

You may use a skateboard to get about quickly. The skateboard can be quickly constructed from old packing cases which local children have been playing with. The skateboard icon is located at the top right of the screen and functions in the same way as the Object Icons, turning yellow as you walk past a skateboard and white if you get on it. You may carry objects while skateboarding but will have to get off the skateboard to use them. You cannot punch anyone while you are skateboarding.

### Punching:

If Biff punches you hard enough then you will fall down and be unable to get up for a short time. Similarly you may punch Biff and knock him down for a short time.

### The Clock:

At the bottom of the screen is a clock which will keep track of how long you are taking to play the game. The time it takes to complete the game will indicate the amount of skill you have.

### Returning to the Future:

Once you have successfully exposed the whole of the



save yourself and family and the future will no longer contain you.

### Object Icons

To save your future; you, as Marty, must make sure that your future parents, George and Lorraine, fall in love. As they spend more time together (they must stand next to each other) so they will fall in love and segments will be added to Marty's Photograph and the Family Photograph. There are 4 different sorts of objects which are shown on the four left hand Icons at the top of the screen, these are:

1) Love Poems. (In the film Marty writes these for George to recite to Lorraine in the Coffee Shop). These may be found in the school.

2) A Cup of Coffee. This is from the Coffee Shop.

3) Alien Suit. (In the film Marty disguises himself as an alien to frighten George into going to the school dance with Lorraine). This can be found in Dr. Brown's house.

4) A Guitar. Marty plays this at the school dance. The guitar can be found in the dance hall.

As you walk passed these objects their icon at the top of the screen lights up yellow. If you pick one of them up (you can only carry one at a time) then the icon will turn white to show what you are carrying. You may then use the object to influence one of the other characters when you are close enough to them. (You can tell when you are close enough because their Character Icon will turn white.)

The same object may have different effects on different people. You may find it useful to make a list of the effects different objects have on different characters. The effect will always be one of the following:

- 1) The character will turn away.
- 2) The character will follow you.
- 3) The character will stand still.
- 4) The character will ignore the object.

### Returning to the Future:

Once you have successfully exposed the whole of the Photograph then you must get to the Doc's house to pick up the Time Machine (built from a DeLorean car). You must enter the Doc's house then when you leave it the Time Machine will appear and whisk you Back to the Future.

### The Story So Far:

Marty McFly, a senior at Hill Valley High, is late for class. But after tonight, when he gets behind the wheel of a nuclear-powered DeLorean invented by an eccentric scientist, Dr. Brown, Marty won't be late for anything. In fact he'll be about thirty years early.

The year is 1955 and after hiding the car, and cautiously walking through his hometown, Marty meets up with troublemaker Biff as well as Lorraine and George, the two teenagers who will one day become his parents. This is where Marty's real trouble begins as Lorraine falls for him instead of George and Marty must now put things right before he can travel back to the future.

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If you have written any software in Assembler/Machine Code which is of a high commercial standard then please contact Paul Cooper for an informal discussion on Southampton (0703) 225282.